PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-01355
01367/01368

Tales of Destiny II

namco

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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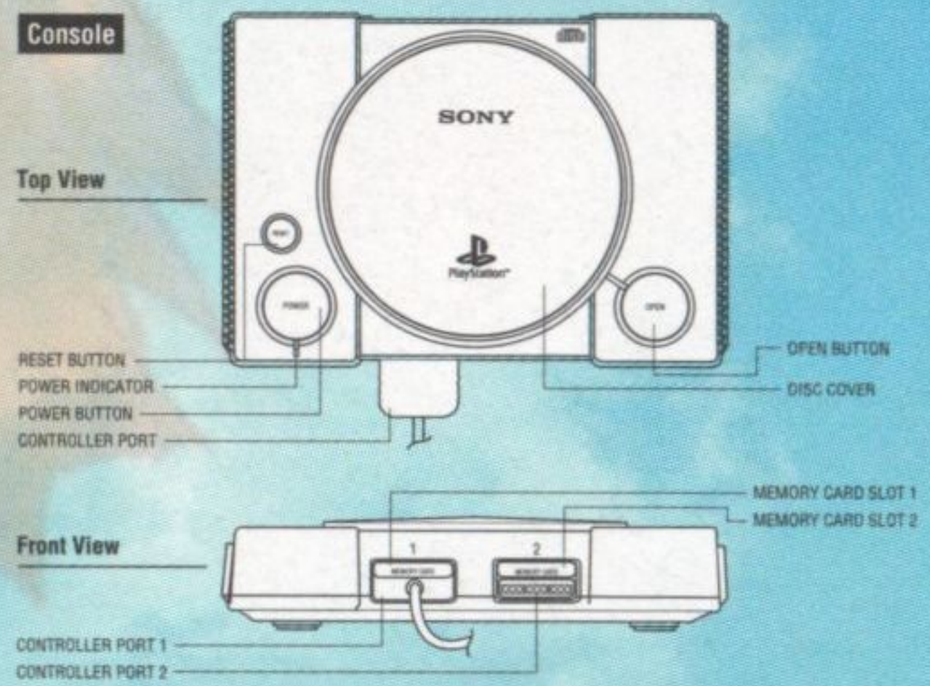
SETUP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the **Tales of Destiny® II** disc and close the disc cover.

Insert a DUALSHOCK™ analog controller or standard PlayStation controller into controller port 1 and turn ON the PlayStation game console. Follow the on-screen instructions to start the game.



MEMORY CARD

To save game settings and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of your PlayStation game console BEFORE starting play. You can load your saved games from any MEMORY CARD containing previously saved Tales of Destiny II games. Saving Tales of Destiny II MEMORY CARD data requires one free block.

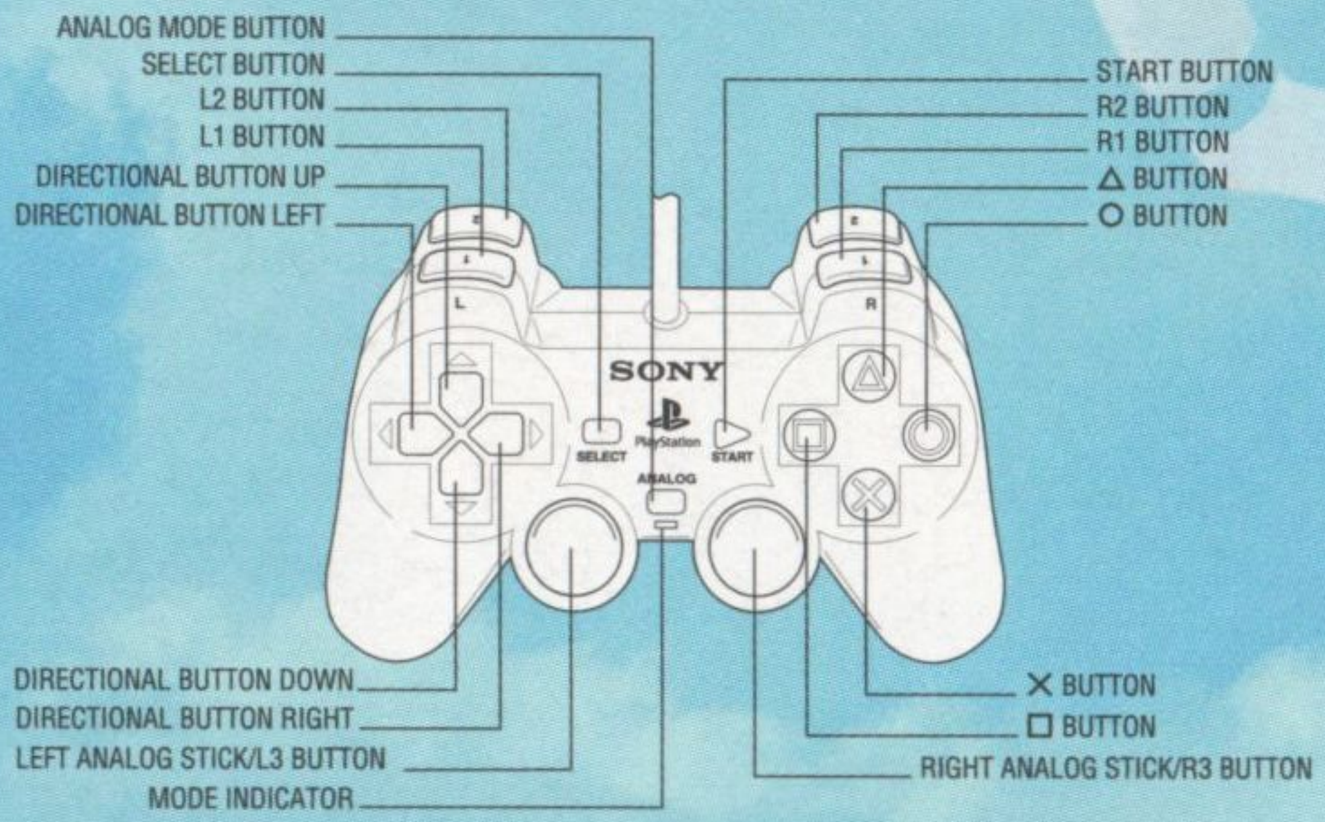
Using the Multitap

Up to 4 Players can join in and fight cooperatively in battle by using the Multitap (sold separately). When using the Multitap, Players 1 through 4 control the first four characters from left to right. Up to four controllers can be connected with one Multitap. The Multitap must be connected into Controller Port 1. When connecting controllers to a Multitap, always connect a controller to Controller Port 1-A of the Multitap first, followed by Controller Port 1-B, 1-C, and 1-D.

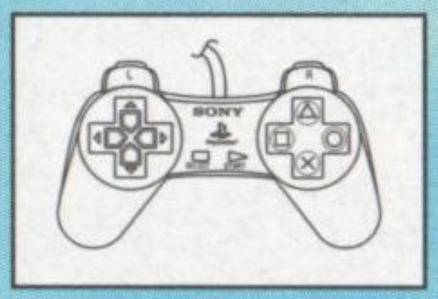
Note: To control individual characters in battle, the Battle Mode must be set to SEMI-AUTO. Set the Battle Mode from the SKILLS option on the Main Menu.

CONTROLS

DUALSHOCK™ analog controller



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



Note: DUALSHOCK™ analog controller only: Toggle the vibration function ON/OFF by using the CONTROLLER VIBRATION Option in the Customize Screen. The vibration setting is not affected by the controller's ANALOG mode button.

The left analog stick can be used in place of the Directional Buttons by pressing the ANALOG mode button (Mode indicator ON).

Menus

Select menu item..... Directional Buttons + ⊗ Button

Cancel/Return to previous screen..... ○ Button

Map Screen

Enter towns and dungeons..... ⊗ Button

Cancel selection..... ○ Button

Open the Main Menu..... △ Button

Open the Travel Menu..... □ Button

Turn ON/OFF navigation map and compass display..... START Button

Listen to the game hints..... SELECT Button

Rotate the screen left/right..... L1 / R1 Button

Soft reset..... L1 + L2 + R1 + R2 + START + SELECT Buttons

Town/Dungeon Screen

Move controlled character..... Directional Buttons

Run..... ○ Button + Directional Buttons

Move diagonally..... □ Button + Directional Buttons

Talk/Explore..... ⊗ Button

Open the Main Menu..... △ Button

Shoot with the Sorcerer's Ring..... R1 Button

Shoot with the Freeze Ring..... L1 Button

Soft reset..... L1 + L2 + R1 + R2 + START + SELECT Buttons

Main Menu Screen

Select commands..... Directional Buttons
Confirm selection..... ⊗ Button
Cancel/Return to previous screen..... ○ Button
Equip Screen – Remove item..... △ Button
Cook Screen – Toggle AUTO COOK option ON/OFF..... □ Button
Change the AUTO COOK setting..... △ Button (AUTO COOK must be ON.)
Items Screen – Throw away items in the inventory..... △ Button
Toggle item/attribute description..... □ Button
Skills Screen – Toggle character skills ON/OFF..... □ Button (Battle Mode must be set to Auto.)
Customize Screen – Display the Adjust Screen..... START Button
Scroll menu screens..... L1 / R1 Button
Items Screen – Scroll LEFT/RIGHT to select an option..... L2 / R2 Button

During Battle

Pause/Resume..... START Button
Open the Battle Menu..... △ Button
Scroll Battle Screen..... □ Button + Directional Button LEFT/RIGHT
(Use only when the Battle Menu is displayed.)
Zoom Battle Screen IN/OUT..... □ Button + Directional Button UP/DOWN
(Use only when the Battle Menu is displayed.)
Switch the battle mode of the player character..... SELECT Button
Move..... Directional Buttons LEFT/RIGHT
Switch target..... R1 Button + Directional Buttons
Attack..... ⊗ Button
Defend..... □ Button
Use Special Skills..... ○ Button

Dash	Tap Directional Buttons LEFT or RIGHT twice
Command all allies to "jump"	L1 Button + Directional Button UP
Command all allies to "gather"	L1 Button + Directional Button DOWN
Escape battle	Directional Button LEFT or RIGHT continuously
Special Skill 1	◎ Button
Special Skill 2	◎ Button + Directional Button UP
Special Skill 3	◎ Button + Directional Button LEFT or RIGHT
Special Skill 4	◎ Button + Directional Button DOWN
Special Skills shortcuts	L2 or R2 Button

THE BEGINNING

Life in the sleepy village of Rasheans has been serene and peaceful for many years. Then one day, a strange spacecraft crash-lands in the nearby forest. When the local teenagers, Reid and Farah, venture into the forest to investigate, they find amid the wreckage a mysterious young girl who brings a message from a distant place – a message of impending doom. Driven only by their desire to help the mysterious young girl, Reid and Farah leave Rasheans and set out to learn the truth about the fate of their world.

Follow this tale of adventure, danger, and discovery with Reid, Farah and the others who they encounter along the way. Unravel the riddle that shrouds this mysterious girl. Explore towns and dungeons. Battle strange and voracious creatures. Then confront the unknown force that threatens to change their destiny.

Eternia, Where Two Worlds Meet
In the skies above Inferia is a co-existing world called Celestia. Separating the two worlds is a transparent sea of clouds named the Orbus Barrier. Inferia, Celestia, and the Orbus Barrier compose Eternia, the crossroads of two worlds.

Inferia, The Place Reid and Farah Call Home
Inferia is a land rich with academia, art, and history. Because a succession of kings has ruled over the world with an iron fist, Inferia has avoided outbreaks of war for 500 years. Every Inferian wears a choker as a sign of their allegiance to the Empire.

Celestia, A World Shrouded In Mystery
Celestia, the world in the skies above, is a place inhabited by uncivilized beings... or so the Inferians believe. However, without the knowledge and technology to make contact with Celestia, the true nature of the Celestians remains a mystery.

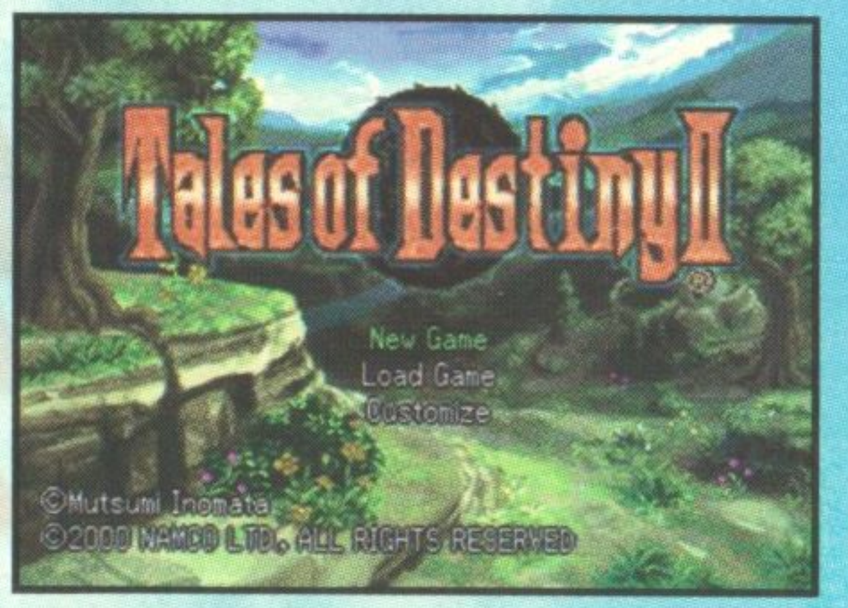
Seyfert, The Creator That Holds the Faith
People of Inferia place their faith in the god, Seyfert. With the holy grounds of Farlos as the origin of its faith, cities have flourished around Seyfert shrines. As the followers of this faith grew in size and strength, so did the socio-political power of Seyfert.

Craymels, The Spirits of the World
Craymels are everywhere. They are in the soil, water, air, trees, and many other material objects that exist in Eternia. People live their lives borrowing from the elemental powers of Craymels in various shapes and forms. The magic of Craymel Artes and other natural phenomenon are all generated by the Craymels.

Melnics, The Lost Civilization
The Melnics civilization existed over 2,000 years ago. Although it thrived on its advanced technology and flourished, perpetual wars and destruction finally put an end to the civilization. The remnants of this ancient culture can still be found in the form of the Melnics language in scriptures and artifacts around Inferia. Even today, Craymel Mages chant in the Melnics language.

STARTING THE GAME

Watch the opening movie, then press the START Button to display the Title Screen Menu. Press the Directional Buttons to make a selection and press the ⊗ Button to confirm your choice. Skip the opening movie by pressing the START Button at any time.



New Game

Select NEW GAME to begin play.

Load Game

To load saved game data and continue a game in progress:

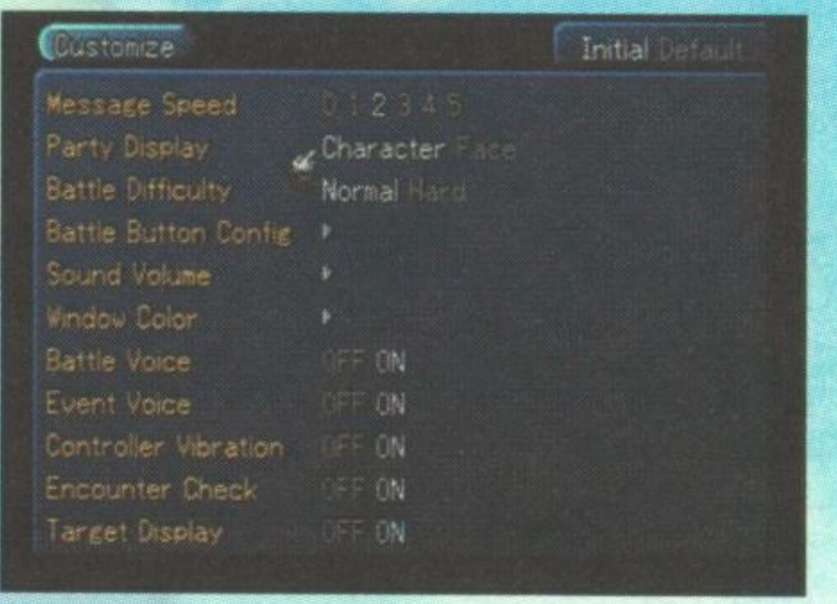
1. Select LOAD GAME and press the ⊗ Button.
2. Press the Directional Buttons to select a MEMORY CARD slot and press the ⊗ Button.
3. Press the Directional Buttons to select the saved data you want to load and press the ⊗ Button.

See "Save" on Pg. 29 for instructions on how to save your progress throughout the game.

Customize (Options)

Customize game options. To change game options on the Customize Screen:

1. Press the Directional Buttons UP/DOWN to select a setting and press the ⊗ Button.
2. Press the Directional Buttons LEFT/RIGHT to change a setting.
3. Press the ○ Button to confirm the new settings and return to the previous screen.



Message Speed
Select the speed at which the text messages are displayed. Lower number settings increase the message speed.

Party Display
Select CHARACTER or the character's FACE to display on the Menu Screen.

Difficulty
Select NORMAL or HARD battle difficulty.

Battle Button Config
Configure button controls used in battle. Set the cursor to BUTTONS and press the ⊗ Button to open a new menu window. Then press the Directional Buttons UP/DOWN to select a button, and press the Directional Buttons LEFT/RIGHT to adjust the button settings.

Sound Volume
Change game sound settings and perform a sound test. Press the Directional Buttons LEFT/RIGHT to adjust volumes.

BGM VOLUME – Background music.

SE VOLUME – Sound effects.

VOICE VOLUME – Character voices.

OUTPUT – Select MONO or STEREO according to your television system.

SOUND TEST – Press the ⊗ Button to open the Sound Test Screen.

To perform a sound test:

In the Sound Test Screen, press the Directional Buttons UP/DOWN to select an option, and press the Directional Buttons LEFT/RIGHT to adjust the setting. Press the ⊗ Button to listen to the selected Sound. (BGM can also be controlled using the icons displayed at the top of the screen.) To return to the previous screen, set the cursor to the far left icon and press the ⊗ Button.

Return to the Customize Screen..... ⏏

Play..... ▶

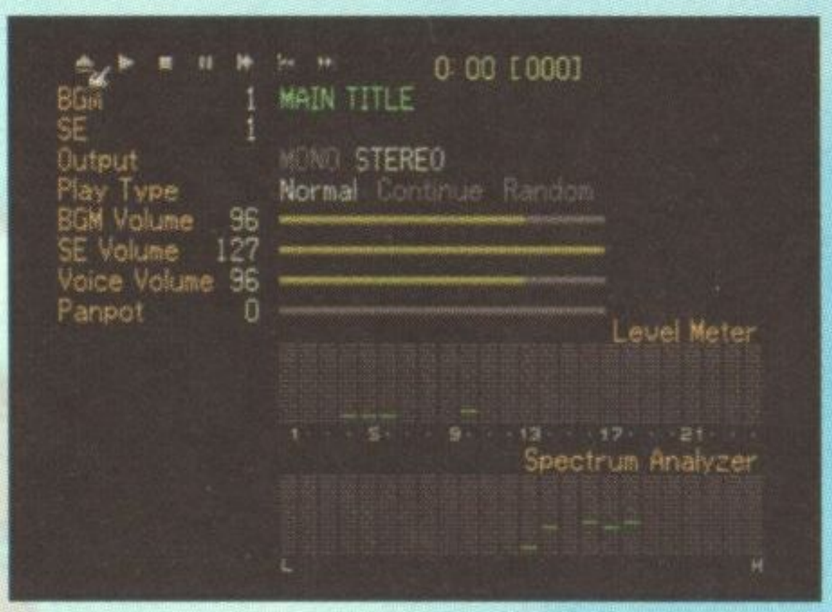
Stop..... ■

Pause..... ⏸

Fast Forward..... ⏩

Play the Previous BGM..... ⏮

Play the Next BGM..... ⏭



BGM – Listen to background music.

SE – Listen to sound effects.

OUTPUT – Adjust the sound output setting.

PLAY TYPE – Select the method of playing background music. Select NORMAL to play the selected music. Select CONTINUE to play music continuously in a numerical order. Select RANDOM to play music continuously in a random order.

BGM VOLUME – Adjust the BGM volume.

SE VOLUME – Adjust the sound effect volume.

VOICE VOLUME – Adjust the character voice volume.

PANPOT – Adjust the LEFT/RIGHT balance of sound volume.

Window Color
Adjust the window color of MENU, MAIN, ENEMY, and SYSTEM Windows.

Battle Voice
Turn ON/OFF voices played during battles.

Event Voice
Turn ON/OFF voices played during events.

Controller Vibration
Turn ON/OFF the controller vibration function on DUALSHOCK™ analog controllers.

Encounter
Turn ON/OFF the option to view the entire battle field at first encounter.

Target Display
Turn ON/OFF displays indicating the targeted enemy.

Adjust Screen
Press the START Button at the Customize Screen to adjust the screen position. Press the SELECT Button to return the screen position to default. Press the START Button to confirm the new setting and return to the Customize Screen.

PLAYING THE GAME

Travel to various towns and villages to interact with people and gather hints. Defeat enemies to gain battle experience and develop your characters' skills and attributes. As you progress through the game, the mystery shrouding Eternia will reveal itself.

Game Screens

There are different gameplay screens in the game, and they appear according to the situation.

Map Screen

This screen appears when you walk from one destination to the next. There are other modes of transportation to discover. See "Travel Menu" on Pg. 30 to learn more.

Town and Dungeon Screens

Move your character next to a landmark on a Map Screen and press the ⊗ Button to enter the Town or Dungeon Screens. Encounter various characters, events, and monsters on these screens. See "Towns and Dungeons" on Pg. 32 for details.

Battle Screen

The Battle Screen appears when you encounter enemies in the Map or Dungeon Screens. By defeating enemies, your characters earn experience points and receive treasures. See "The Battle Screen" on Pg. 34 for details.

Main Menu Screen

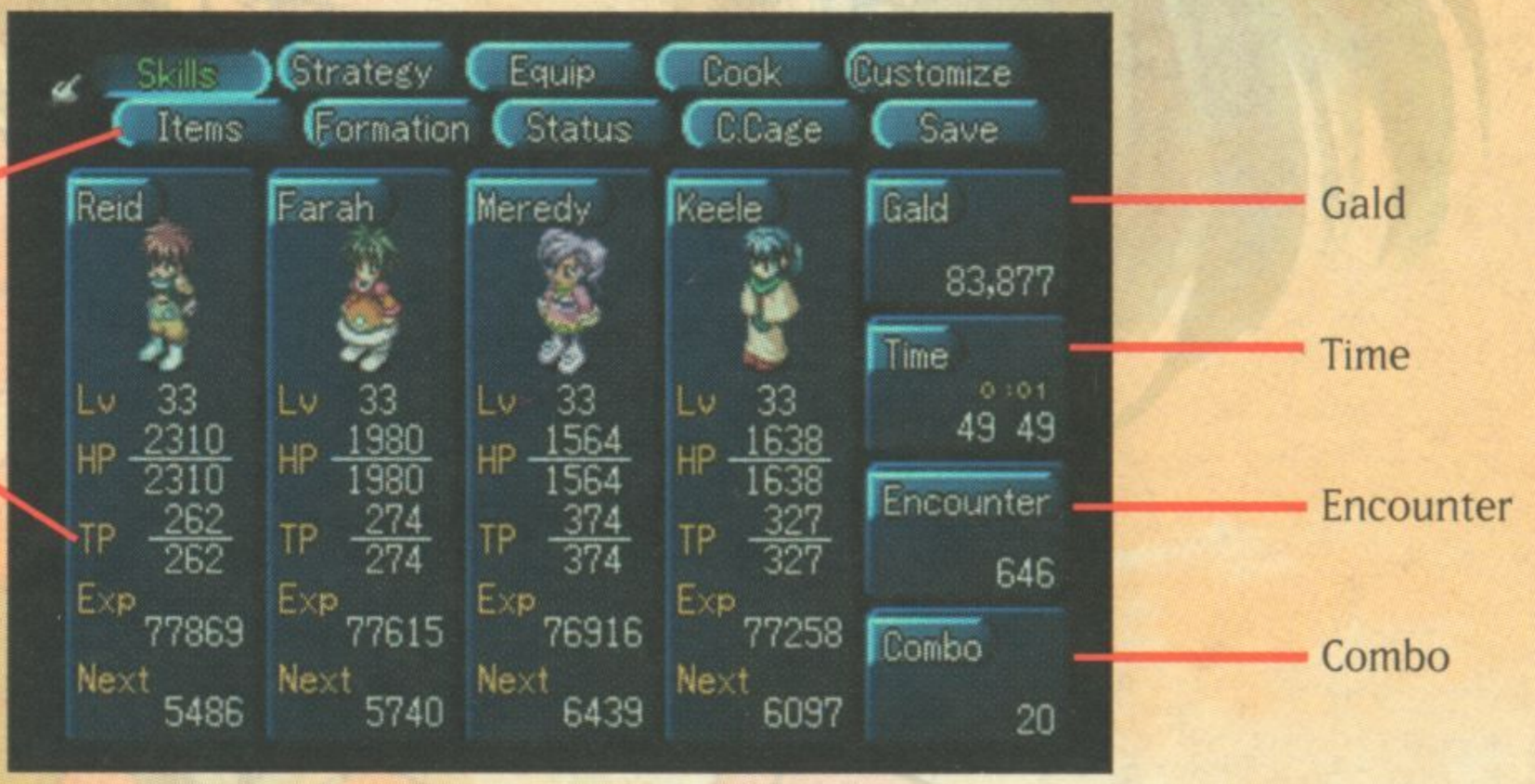
Press the △ Button in Map, Town, or Dungeon Screens to open the Main Menu Screen. Access this screen to check your characters' status, input various commands, and perform other functions. See "Using The Main Menu Screens" on Pg. 16 for details.

USING THE MAIN MENU SCREENS

Press the △ Button while in Map, Town, or Dungeon Screens to open the Main Menu. Use items, change equipped items, check status of characters, and save games from these screens. Press the Directional Buttons to move the cursor to the option you want to adjust and press the ✕ Button.

Main Menu

Displays the current characters and an overview of basic stats.



Main Menu Options
See the rest of the "Main Menu" section for complete information on each option.

Character Stats

- **Lv** (Level) – Displays overall character strength.
- **HP** (Hit points) – A character loses hit points when he or she takes damage during combat.
- **TP** (Technique points) – A character expends technique points when using Special Skills or Craymel Artes.
- **Exp** (Battle experience) – Total experience points earned from previous battles.
- **Next** – Experience needed to go up to the next Level.

Note: Select STATUS from the Main Menu options to see more details on each character.

Gald
The amount of Gald held. (Gald is the currency used in the world of Eternia.)

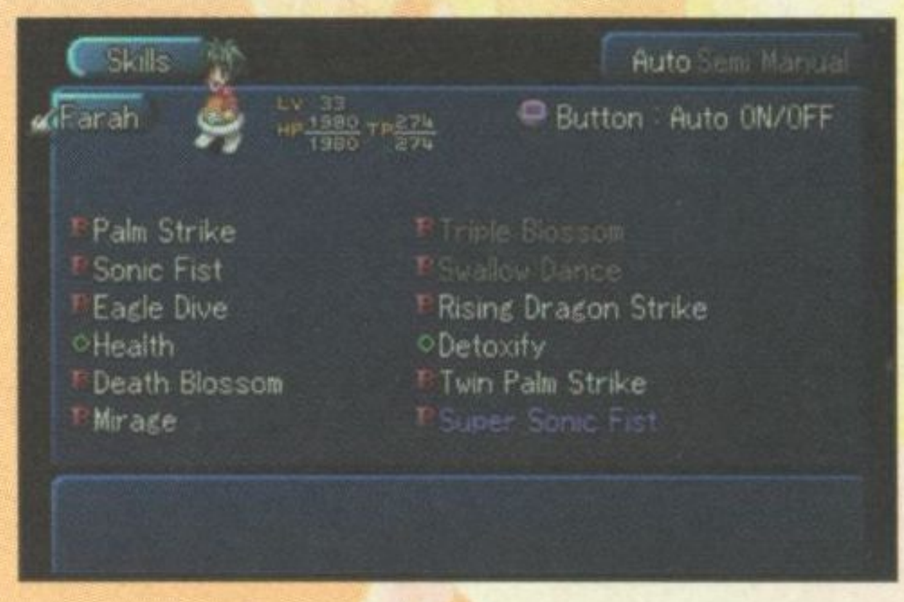
Time
This shows play time. The top number is the total during the current play session. The bottom number is the total time you have played this game.

Encounter
The total number of times you have encountered enemies.

Combo
Your record for the highest total combo hits. See "Combo Hits" on Pg. 40.

Skills

Change settings and set character commands on these screens. Move the cursor over the character you want to change and press the ⊗ Button to open that character's Skills Screen. Press the Directional Buttons UP/DOWN to select specific options. To select other characters, press the Directional Buttons LEFT/RIGHT.



SEMI or AUTO Battle Mode Selection

Select the SEMI or AUTO method of character control during battle.

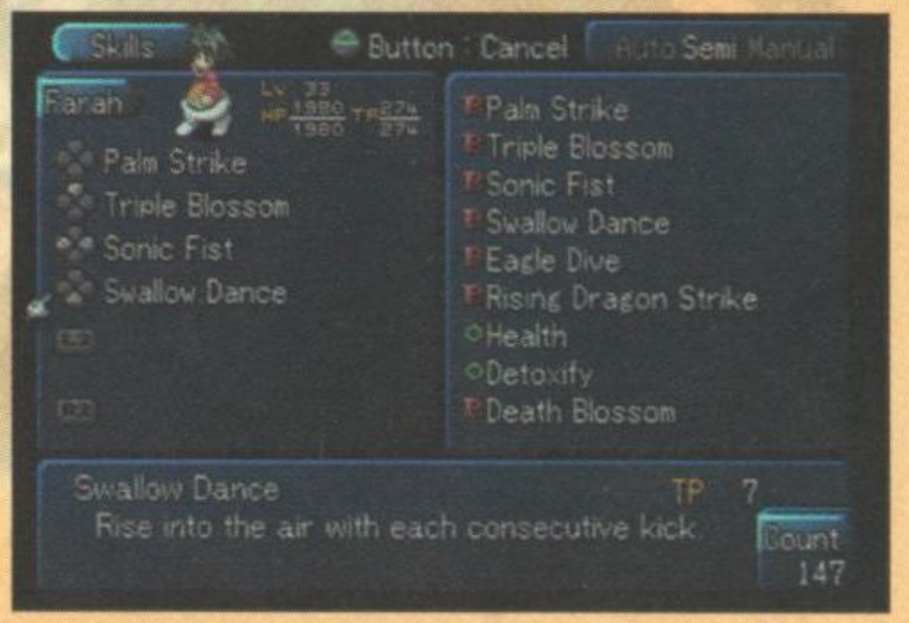
Auto – The player controlled character or allies attack automatically according to the selected Strategy. However, you can move the player controlled character by pressing the Directional Buttons LEFT/RIGHT.

Semi-Auto – You control the player character. See "Strategy" on Pg. 20.

Setting Skills for Combat

If the Battle Mode is set to AUTO, pressing the □ Button while one of the skills is selected enables/disables its use during battle.

If the Battle Mode is set to SEMI-AUTO, press the Directional Buttons to select a button assignment and press the ✕ Button to confirm the selection. Next, choose a skill to assign to the selected button and press the ✕ Button again. To undo the button assignment, press the △ Button. The skills displayed in blue-colored text cannot be selected until the skill is mastered.



The shortcuts for Special Skills are assigned to L2 / R2 Buttons using the same method as above. Additionally, the skills of other characters can also be assigned to the L2 / R2 Buttons and be used during battle.

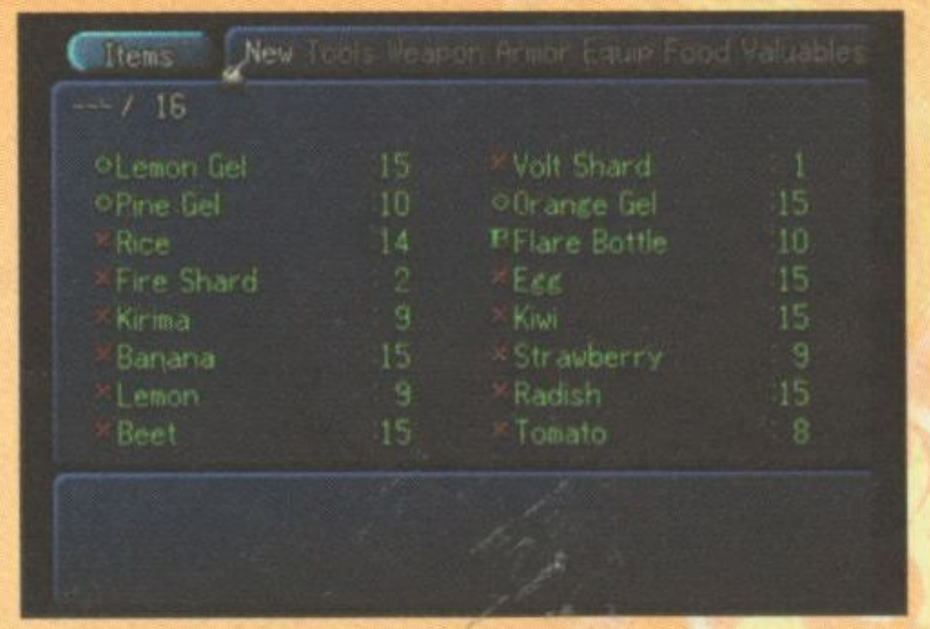
Using Skills During Non-Combat Situations

To use Craymel Artes and Skills (restoration skills) during non-combat situations, press the Directional Buttons to select a skill and press the ✕ Button to confirm the selection when the Battle Mode is set to AUTO. (Press the □ Button when the Battle Mode is set to SEMI-AUTO.)

Items

Use items in your inventory. Press the L2 / R2 Buttons to choose the types of items you want to select and press the ⊗ Button to open the option.

- **New** – New items acquired.
- **Tools** – Various types of items in inventory.
- **Weapon** – Non-equipped weapons in inventory.
- **Armor** – Non-equipped armor in inventory.
- **Equip** – Non-equipped accessories in inventory.
- **Food** – Food used for cooking.
- **Valuables** – Special items in inventory.



Using the Items

Select an item using the Directional Buttons and press the ⊗ Button. (Press the L1 / R1 Buttons to scroll the page up or down.) Next, select the character that will use the item and press the ⊗ Button.

Simple Equip Command

Items marked with an "E" can be equipped by a specific character. Select the item and press the ⊗ Button. When the characters display, press the Directional Buttons LEFT/RIGHT to select the character you want to equip and press the ⊗ Button. (Pressing the □ Button will toggle display between item description and attributes.)

Item Marks

Item marks show the status of an item or how it can be used.

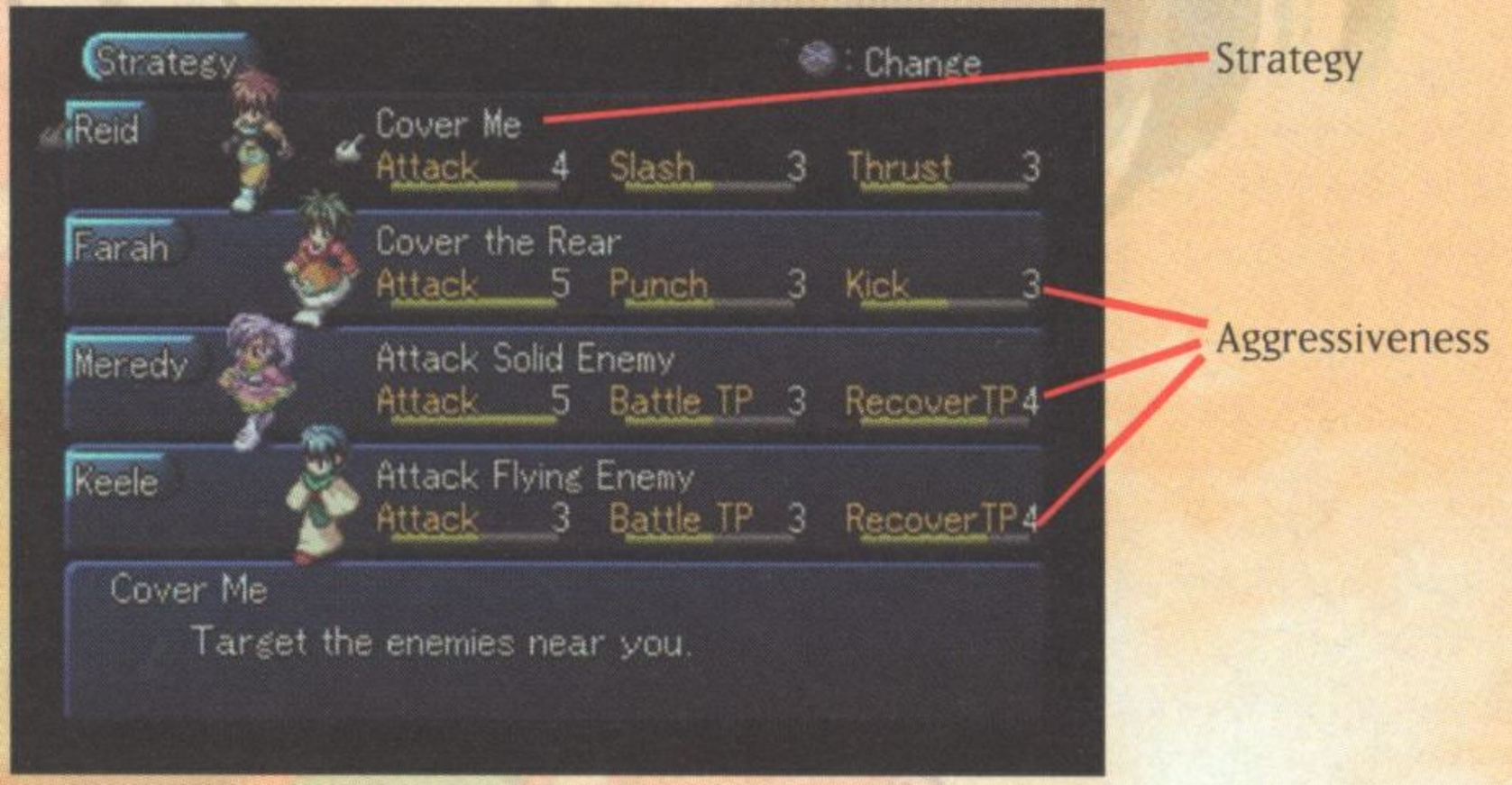
- **Green Text** – A new item.
- ○ – Items that can be used.
- **X** – Items that cannot be used.
- **E** – Items that can be equipped.
- **B** – Items utilized for battle.

Strategy

Set ally battle strategy and frequency of attack for each ally here.

Note: To use the ally battle strategy, first set the Battle Mode to AUTO in the Skills Menu.

The Strategy Menu for each ally has two types of settings. The top setting is for assigning strategies to each character. The bottom settings are for adjusting the frequency of each ally's attack.

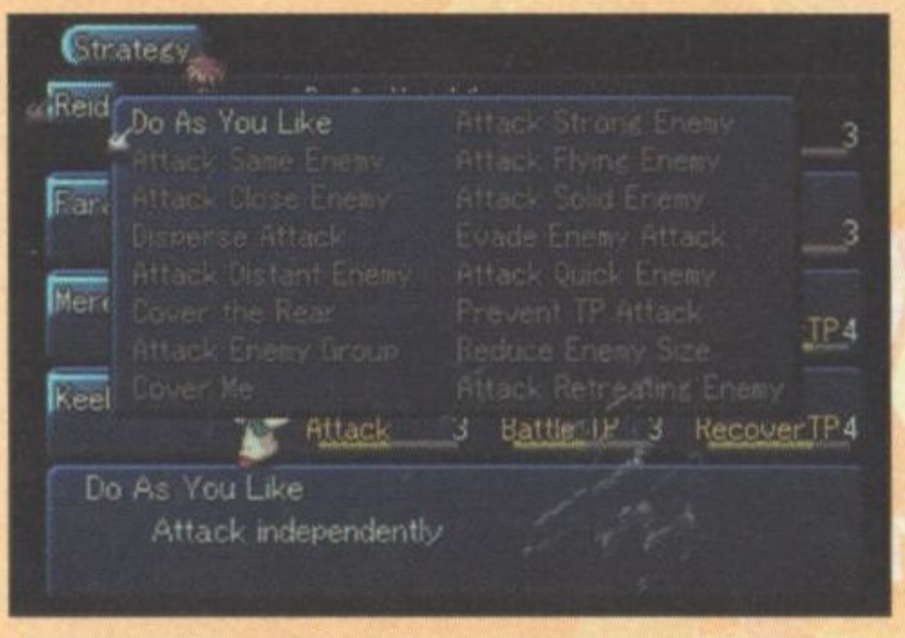


Set Individual Strategy

Select the strategy for each ally. During battle each individual will act according to the strategy you select.

To set the individual strategy:

1. Set the cursor to the character name for which you want to set strategy and press the ⊗ Button. Press the ⊗ Button again to open the strategy options.
2. Press the Directional Buttons to select one of 16 strategies and press the ⊗ Button to confirm the selection. Note the description of each strategy displayed in the text window below.

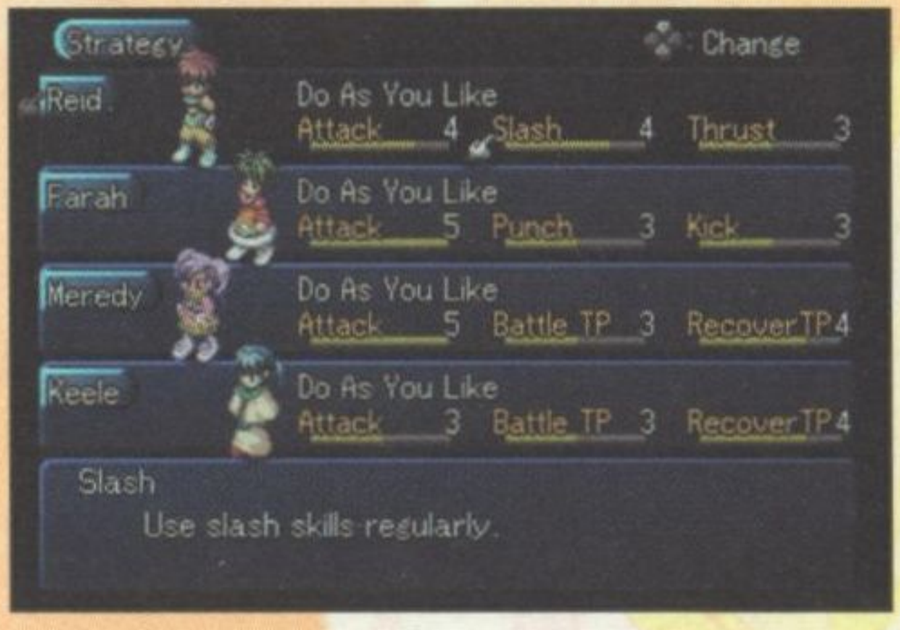


Set Aggressiveness

Set the aggressiveness of each character from 1 to 5. The higher the number, the more aggressively the character will attack or use restoration skills. Abilities vary with each character and include parameters such as Attack, Battle TP, and Recover TP.

To set the level of aggressiveness:

1. Set the cursor to the character name you want to set the aggressiveness for and press the ⊗ Button.
2. Press the Directional Buttons LEFT/RIGHT to select an ability bar indicating the level of aggressiveness.
3. Press the Directional Buttons UP/DOWN to adjust the level of aggressiveness.



Formation

Change the formation and lineup that the allies take during combat.

Setting

Select SETTING to change the party formation. Up to three different party formations can be customized and saved.

1. Select one of the three formation lines and press the ⊗ Button.
2. Press the Directional Buttons to select a character and press the ⊗ Button.
3. Press the Directional Buttons to move the character to the preferred location in the formation and press the ⊗ Button.

Switch

Select SWITCH to change the character lineup. The change in party order is reflected in both the Main Menu and battles. Only the four characters from left to right participate in battles. The player controls the character on the far left.

1. Select the SWITCH option to move the cursor to the bottom of the screen.
2. Select the character that you would like to switch and press the ⊗ Button.
3. Select the character that will swap positions with the first character selected and press the ⊗ Button.

Using the Multitap

Up to 4 Players can join in and fight cooperatively by using the Multitap (sold separately). When using the Multitap, Players 1 through 4 control the first four characters from left to right.

Note: To control individual characters in battle, the Battle Mode must be set to SEMI-AUTO. Set the Battle Mode from the Skills option on the Main Menu.

Equip

Characters can be equipped with various weapons and armor using the EQUIP command.

To equip an item:

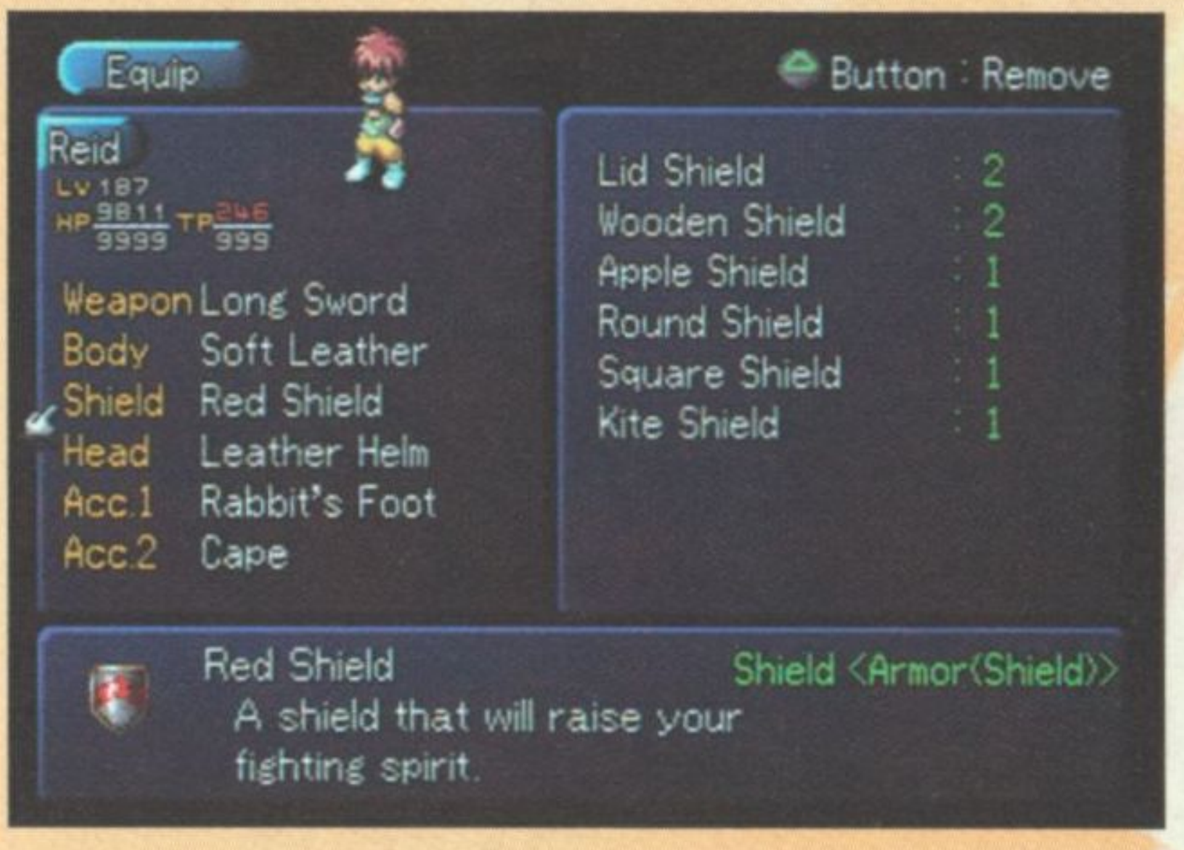
1. Select a character and press the ⊗ Button to open the Equip Screen.
2. Select the equipment type and then press the ⊗ Button to move the cursor to the list of equipments in the right window.
3. Press the Directional Buttons to select an item and press the ⊗ Button to confirm the selection.

To remove the equipped item:
In the Equip Screen, select the equipment type and press the △ Button.

To automatically equip the best equipment:
In the Equip Screen, set the cursor to the character name and press the △ Button.

- Reid has an option to optimize his Slash or Thrust Attack.
- Farah has an option to optimize her Punch or Kick Attack.

Note: Accessories are not automatically selected using this function.



Status

Select STATUS to check character status, and the character's name or title.

To view the status of different characters:

1. Select a character and press the ⊗ Button to open the Status Screen.
2. Press the L1 / R1 Buttons to view the status of different characters.

The Stats

Some stats may apply to one character and not another.

- **Name** – Character name.
- **Title** – The character's title.
- **Strength** – The character's power.
- **Slash** – Combination of Reid's Slash skills and weapon power.
- **Thrust** – Combination of Reid's Thrust skills and weapon power.
- **Punch** – Combination of Farah's Punch skills and weapon power.
- **Kick** – Combination of Farah's Kick skills and weapon power.
- **Attack** – Combination of the character's power and weapon power.
- **Defense** – Combination of defensive strength and armor strength.
- **Intelligence** – Affects the power and success rate of the Craymel Artes, as well as the resistance to its effect.
- **Luck** – The character's level of luck.
- **Evade** – The character's ability to evade.
- **Accuracy** – The character's accuracy of attack.
- **Lv (Level)** – The overall character's strength.
- **HP (Hit Points)** – Current HP is on top. Maximum HP is on bottom.
- **TP (Technique Points)** – Current TP is on top. Maximum TP is on bottom.

- **Slash Lv** – Reid's Slash attack level.
- **Thrust Lv** – Reid's Thrust attack level.
- **Punch Lv** – Farah's Punch attack level.
- **Kick Lv** – Farah's Kick attack level.
- **Craymel Vitality** – The vitality level of the Craymels.

Changing Character Names

To change the character name:

1. In the Status Screen, move the cursor to the character name and press the ⊗ Button to display the Character Name Screen.
2. In the Character Name Screen, press the Directional Buttons to select a text character and press the ⊗ Button to confirm the selection.
3. Select CONFIRM and press the ⊗ Button to confirm the new character name or select DEFAULT to change the name back to the default character name.

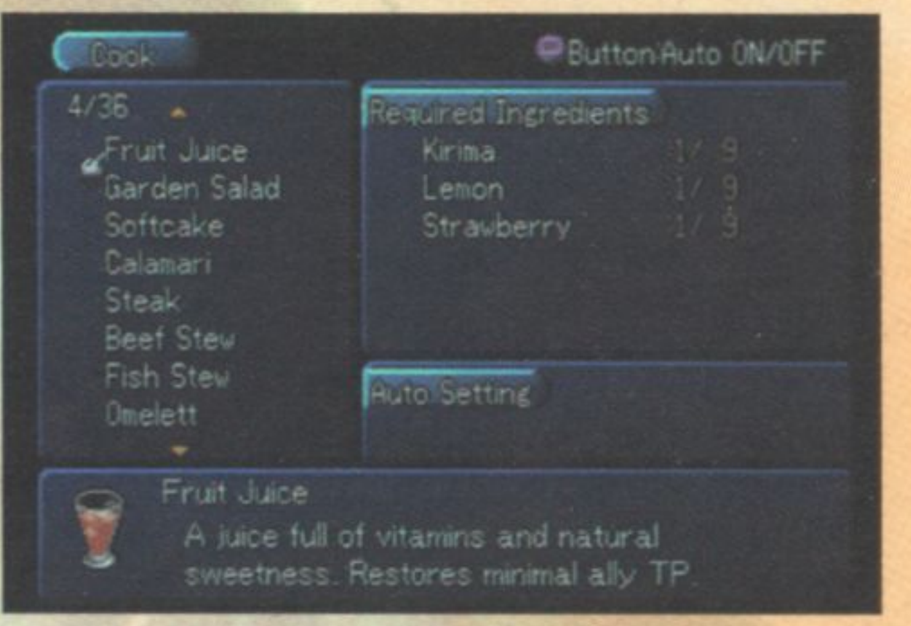
Character Name
Confirm
Default
Darylle Hershel
! " # $ % & ' ( ) * + , - . /
0 1 2 3 4 5 6 7 8 9 : ; < = > ?
@ A B C D E F G H I J K L M N O
P Q R S T U V W X Y Z [\ ] ^ _
` a b c d e f g h i j k l m n o
p q r s t u v w x y z { | } ~

Character Title

By fulfilling certain requirements, characters can acquire special titles. To select a title, move the cursor to the character's current title (right under his or her name) and press the ⊗ Button to open a window that displays the list of acquired titles. Next, choose a title from the list and press the ⊗ Button to confirm the selection.

Cook

Select COOK to prepare special dishes with various effects, such as HP and TP restoration. You must first find the Wonder Chef who will teach you how to cook certain dishes. You must also have the correct ingredients in your inventory. The Wonder Chef is disguised and hidden in various places all over Eternia.



How To Cook

1. In the Cook Screen, press the Directional Buttons to select the dish you want to cook, and press the ⊗ Button to confirm the selection.
2. Press the Directional Buttons to select the character that will cook the dish and then press the ⊗ Button.
   - You cannot cook a dish until you have learned how to prepare it and have the necessary ingredients in your inventory.
   - The characters do not always prepare a dish successfully. Improve the success rate by having the same character practice cooking the same dish over and over.

Auto-Cook

If Auto-Cook is set, the selected dish is automatically cooked at the end of each battle. To toggle Auto-Cook ON/OFF, select a dish and press the □ Button.

To change the Auto-Cook setting:

1. Set Auto-Cook to ON.
2. Select a dish set to Auto-Cook and press the △ Button.
3. Select the character that will cook the dish and press the ⊗ Button to display the cooking settings option. Select a settings option using the Directional Buttons and press the ⊗ Button to confirm the selection.

C. Cage (Craymel Cage)

C.Cage is the cage used to store the Craymels. Craymels can be powerful friends during combat. Draw from their power to learn the Craymel Artes, powerful magic for defeating enemies and restoration. There are three commands used in the C.Cage Screen. To perform a command, select one of the commands and press the ⊗ Button.

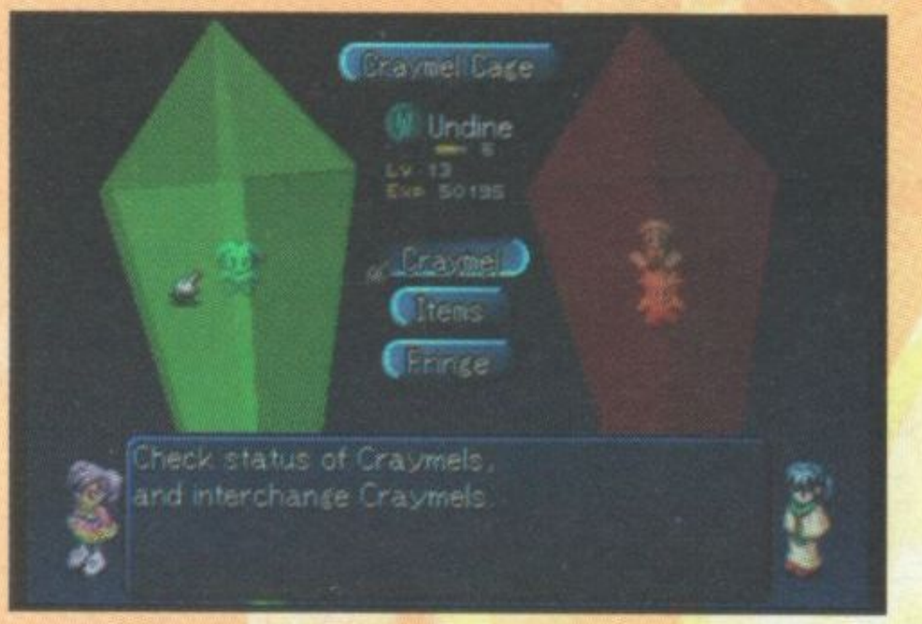
Note: The C.CAGE commands cannot be used unless Craymels are stored inside the cage.

Craymel

Select CRAYMEL to check the status of the Craymels or transfer Craymels from one cage to another.

1. Select a Craymel using the Directional Buttons and press the ⊗ Button. This will display the parameters of the selected Craymel.
2. Press the ⊗ Button again to transfer the Craymel into the other cage.

Craymel Parameters



- **Vitality Bar** – The vitality level of the Craymel. Use the Craymel Artes that consist of its element to increase the vitality level. The summons spell can be used once the vitality level reaches maximum.
- **Lv** – Craymel level. The level increases when the Craymel's experience points reach a certain level.
- **Exp** – Craymel's experience points. The experience points increase when Craymel Artes that consist of its element are used.
- **Craymel Artes** – The current condition of the Craymel Artes are indicated by the text color.

  Blue – The level is too low to learn the arte.

  Red – The arte is learned, but Craymels are not in the correct cage.

  Yellow – Fringe to learn the arte.

  Gray – The level is too low to learn the arte, and the Craymels are not in the correct cage.

- **Power Artes**
  Power Artes are marked with a "✚". As long as a character with the Power Arte is in the party, its effects are always active during battles. Not only does the Power Arte affect the character holding it, but it also affects the other party members.
- **Summons Arte**
  The Craymel vitality level must be at maximum to summon the Craymels. In the Skills Screen, the Summons Arte is indicated as a skill marked with a ★, and the vitality gauge is displayed within the explanation window.

Note: When a Summons Arte is used, the vitality level of that Craymel is drastically reduced. Increase Craymel vitality level by using items that increase it.

Fringe

Create new Craymel Artes here. Select FRINGE and press the ⊗ Button. When the Craymels are Fringed, new Craymel Artes are created according to the combination and level of the Craymels in the cage.

Successfully Fringe a Craymel to Create New Craymel Artes

- When there are Craymels in both of the cages, the Craymels react to each other to create new Craymel Artes.
- It is possible to fringe and create new Craymel Artes even when there is only one Craymel in the cage.
- New Craymel Artes are occasionally learned by changing the combination of Craymels in the cage or by an increase in the Craymel level.
- When there are three or more Craymels in the cages, various Craymel combinations are possible. Try to experiment with various combinations to learn new Craymel Artes or to find the best strategic combination.
- Whenever the Fringe command is used, all the Craymel's vitality levels are averaged.

Customize

This option is the same as the Customize Screen available on the Title Screen. (See "Customize Options" on Pg. 10.)

Save

Save game progress. Select SAVE to save game progress, acquired items, and character stats.

To save progress:

1. Select a MEMORY CARD slot and press the ⊗ Button.
2. Select the location to save the game and press the ⊗ Button.
3. The prompt "Save game. OK?" will appear onscreen. Select "YES" and press the ⊗ Button.

Location When Loading a Saved Game

Tales of Destiny II games can be saved from any location within the game. However, the location where the game is saved is not always the location the game will start when loaded.

- Map Screen – The load location is the same as the save location.
- Town Screen – The load location is the same as the save location.
- Dungeon Screen – The load location is the entrance of the dungeon. However, in dungeons with load points, load location is the last load point activated. If an enemy boss was defeated, the load location is the place where the enemy boss was defeated.

TRAVELING ON THE MAP

Travel on the Map to get to your next destination.

- To move on the Map Screen, press the Directional Buttons to move the character.
- Press the L1 / R1 Button to rotate the view of the map.
- To turn the onscreen display of the Navigation Map and compass ON/OFF, press the START Button. Press the START Button again to rotate through different types of onscreen display settings.

Navigation Map

The Navigation Map shows the current area your party is traveling in. The red dots represent dungeons. The white dots represent towns and villages.

Compass

The compass indicates the current direction that the screen is facing.

Travel Menu

Press the ■ Button to open the Travel Menu on the Map Screen. Press the Directional Buttons UP/DOWN to select an option and press the ✕ Button.

Camp
Camping will completely restore HP of all the party members.

Rides
As you progress in the game, various types of transportation will become available for use. Listed below are the controls for the "Van Eltia."

Rotate.....Directional Buttons LEFT/RIGHT or L1 / R1 Button
Ride, move forward.....✕ Button
Move backward.....○ Button
Travel Menu.....□ Button (Use to go ashore or call the Van Eltia to your location.)

Getting Hints
Pressing the SELECT Button on the Map Screen will play a hint that can assist you in your adventure.

Entering Towns and Dungeons from the Map Screen
To enter a Town or Dungeon, press the ✕ Button when the location name appears at the top of the screen. Press the ○ Button to cancel if you change your mind and do not want to enter.

TOWNS AND DUNGEONS

This section explains the controls and some things that you will interact with on the Towns and Dungeons Screen.

Conversation and Discovering Important Items

- Press the ⊗ Button to talk to people, check out the area, or open treasure boxes.
- To push or pull moveable items, hold the ⊗ Button and press the Directional Buttons.

Sorcerer's Ring and Freeze Ring

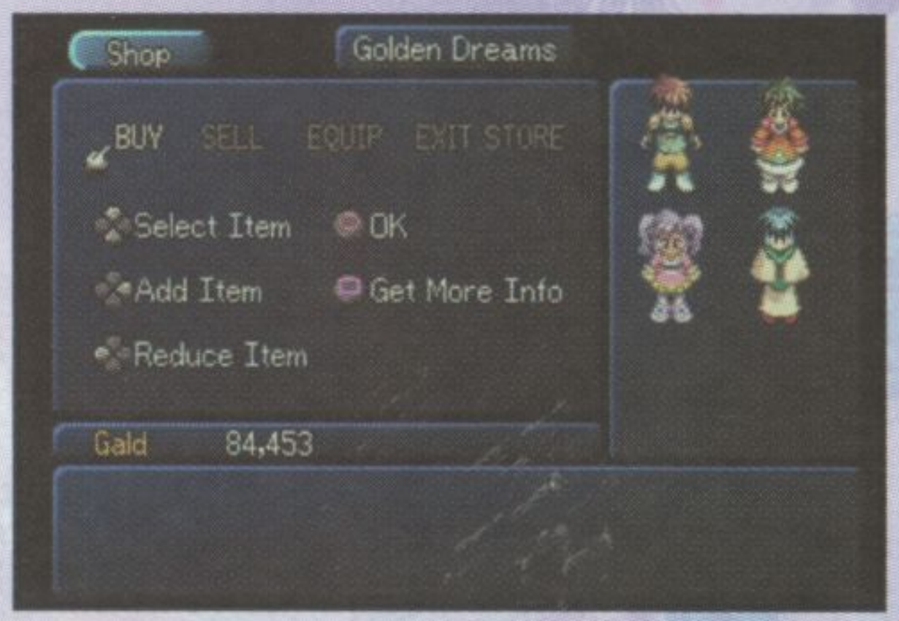
These magical rings are important items that can assist you in your adventure. They emit elemental energy to perform tasks such as activating certain switches inside Dungeons, but you must find them first. Press the R1 Button to emit energy from the Sorcerer's Ring, and press the L1 Button for the Freeze Ring.

Shopping

There are shops that sell weapons, armor, and items valuable to your journey. Always take the opportunity to shop before continuing on your travels.

To buy items:

1. Walk into a shop and press the ⊗ Button to speak to the shop attendant.
2. When the Shop Menu appears, select BUY with the Directional Buttons and press the ⊗ Button to open a window that displays the goods for sale.
3. Press the Directional Buttons UP/DOWN to select an item, and press Directional Buttons LEFT/RIGHT to set the total number of the selected item you want to buy. To confirm your purchase, press the ⊗ Button.
4. When prompted "Are you sure?" select YES and press the ⊗ Button to buy the item.



Follow the same procedure if you want to SELL an item.

You can also EQUIP an item immediately after you make the purchase.

You are allowed to carry 15 of any one item.

Inns and Camping

You need rest. Find Inns and rooms with beds to get a good nights sleep. The rested party will recover full HP and TP while curing any abnormal states. Camping will only recover your HP.

Inns

To sleep at an Inn:

1. Talk to the Inn keeper who will tell you the price for a room in Gald.
2. If you can afford it, select YES to get some rest.

Camping

Find Camp Points in Dungeons.

THE BATTLE SCREEN

When your party encounters enemies, the Battle Screen appears and it's time to fight. Defeat the enemies to earn experience points, receive Gald and items, and power up your characters.

Battle Menu

Use the Battle Menu to use items, give commands and equip your allies. Press the △ Button to pause the game and display the Battle Menu. Press the Directional Button LEFT/RIGHT to select an action and press the ✕ Button.

Skills

Use this command to assign other characters to perform Craymel Artes and Special Skills. The command selection is made in the following order: Character to perform skill ➠ Skill ➠ Target enemy or character.

- This option is similar to the Skills option in the Main Menu. (See "Skills" on Pg.17.)

Commands

The player character can command all other characters to perform in a certain way. The selected command is valid only in the current battle.

Strategy
Set the ally strategy. (See "Strategy" in the Main Menu section on Pg. 20.)

Order
Set the ally formation (See "Formation" in the Main Menu section on Pg. 22.)

Equip
Equip characters in your party. (See "Equip" in the Main Menu section on Pg. 23.)

Items
Use items. The item selection is made in the following order: Character using the item ➠ Item ➠ Target Character.

Ally Window
Character HP and TP are displayed. HP is displayed on the top and TP is on the bottom.

Enemy Window
Enemy name and the number of each type of enemy is displayed.

Target
The enemy targeted by your character. Press and hold the R1 Button and the Directional Buttons to target a different enemy. (See "Switching Targets" on Pg. 37.)

Direction of Formation
The direction of the party formation is indicated by "◀◀◀◀◀".

BATTLE RULES

You control one character at a time. The other characters move on their own according to the pattern set in the STRATEGY option. By default, the character initially controlled is Reid. You can choose to control other characters by selecting another character in the FORMATION option. (See "Formation" in the Main Menu section on Pg. 22.)

Victory Screen

Win battles to earn experience points, Gald, and items.
Earn bonus points according to your Max Hit performance.

Max Hit – The maximum hit combo performed.

Gald – Gald earned.

Exp – Experience points earned.

Bonus – Bonus experience points earned. (The more Max Hits you score, the more bonus points.)

Time – The total duration of battle.

Avg – The average duration of battle.

Pts – Your battle ranking. (The best possible ranking is 100 pts.)

Game Over

The game ends if the HP of all of the party members reaches 0 and the Game Over Screen appears.
When the Game Over Screen appears, select an option and press the ⊗ Button.

RETRY – Retry the game. If you choose this option:

- HP is reduced to ¼ Max HP.
- Gald is reduced by ½.
- Your party returns to the last town visited or the entrance to a dungeon. If a boss enemy was defeated, the party is returned to the location that the boss battle was fought.
- The total experience points do not change.

QUIT – Return to the Title Screen.

LOAD – Load a previously saved game from a MEMORY CARD.

THE ALLIES IN BATTLE

Player Character

The Player Character is the one you will control. (The default character is Reid.) You can change the Player Character in the FORMATION option of the Main Menu.

Toggling Battle Mode of Player Character

Press the SELECT Button icon to quickly toggle the Player Character from SEMI-AUTO Battle Mode to AUTO Battle Mode.

- Semi-Auto – Although attacks are initiated by the player, the Player Character will automatically return to its original position after the attack.
- Auto – The Player Character will move, attack, and defend automatically.

Using the Multitap

Up to 4 Players can join in and fight cooperatively in battle using the Multitap. (See "Setup" on Pg. 2.)

Switching Targets

If there are multiple enemies, you can press and hold the R1 Button + Directional Button to switch the targeted enemy of the Player Character.

- Press and hold the R1 Button + Directional Buttons UP/DOWN to select by enemy type.
- Press and hold the R1 Button + Directional Buttons LEFT/RIGHT to select by enemy order.

Group Actions

- **Reverse Formation** – The direction of the formation is indicated by "◀◀◀◀◀" at the bottom-left of the screen. Tap the L1 Button to reverse formation.
- **Gather** – To call all the other characters on standby to assemble next to the Player Character, press and hold the L1 Button + Directional Button DOWN.
- **Jump** – To command all characters to jump, press and hold the L1 Button + Directional Button UP.

- **Escape** – Press the Directional Buttons LEFT/RIGHT to move the Player Character to the edge of the screen. A timer will appear on-screen. Continue to press the Directional Button to fill the timer and escape battle. If the Player Character is down, other allies can still perform the escape.

Dashing

To dash, tap the Directional Button twice in the direction that you want to dash. (You can go through the enemies without contact or damage while dashing.) To stop dashing press the Directional Button in the opposite direction.

Basic Attacks

Press the ⊗ Button to attack. By combining a Directional Button and ⊗ Button, Reid will perform varied attacks, including Slash, Thrust, and Overhead attack. The effectiveness of the attack depends partially on the equipped weapon. Some weapons are more effective for Slashing, and others are better for Thrust moves.

Basic Slash Attack (⊗ Button)
Reid swings the sword from above in one swift motion.

Basic Thrust Attack (⊗ Button + Directional Button DOWN)
An effective mid-range attack. Especially effective when equipped with a spear.

Overhead Attack (⊗ Button + Directional Button UP)
Swing up to strike the enemy above.

Jump Attack (⊗ Button to dash + ⊗ Button)
While in Semi-Auto Mode press the ⊗ Button to dash and press the ⊗ Button again to execute the Jump attack. (This attack cannot be performed unless there is some distance between you and the enemy.) To perform a Jump/Thrust attack, do exactly as the basic Jump attack, but press the Directional Button DOWN and ⊗ Button together.

Guard (● Button)
Press and hold the ● Button to guard against physical attacks. By guarding, you will reduce HP loss by ¾ and prevent your Player Character from getting tossed up or hurled. However, guarding does not protect against non-physical attacks such as Craymel Artes and Summons.

Special Skills

Press the ◎ Button (or a combination of the ◎ Button and Directional Buttons) to execute a Special Skill.

To use Special Skills, the skills must be preset using the SKILLS command. The skills can be preset to one of four possible button combinations given below. (See "Skills" in the Main Menu section on Pg. 17.)

Skill 1 – ◎ Button
Skill 2 – ◎ Button + Directional Button UP
Skill 3 – ◎ Button + Directional Button LEFT or RIGHT
Skill 4 – ◎ Button + Directional Button DOWN

Shortcuts for Special Skills (L2 or R2 Buttons)
Special Skills can also be assigned to the L2 and R2 Buttons using the SKILLS command.

The advantage of using the Shortcut buttons are:

- Unlike Special Skills performed with the ◎ Button, you can also assign Special Skills of non-player characters to the L2 and R2 Buttons.
- You can perform a Special Skill repeatedly by continuing to hold the L2 or R2 Button.
- If the L2 or R2 Button is pressed to perform a Craymel Artes, the skill is not executed until the button is released. Use this feature to your advantage by timing the execution of the Craymel Artes to perform combo attacks.

Learning Special Skills

Special Skills are learned by fighting and raising the skill levels of the Slash and Thrust attacks for Reid, and Punch and Kick skill levels for Farah. Special Skills are learned according to the skill levels acquired.

Sacred Skills

To attain the Sacred Skills, you'll need to master both the Basic Skills and Special Skills. If you want to attain all of the skills, diligently use and practice the skills you currently have.

Practice Thrust attack
Learn the Special Skill "Lighting Blade"
Continue practicing Thrust attack
Learn the Special Skill "Swarm"
Practice Slash attack
Learn the Special Skill "Sonic Blade"
Continue practicing Slash attack
Learn the Special Skill "Demon Hammer"
Practice Basic and Special Attacks
Sacred Skill

Combo Hits

Perform Combo Hits by chaining together Basic Attacks, Special Skills, and Craymel Artes. The easiest Combo Hits are the 2-Hit Combos performed by pressing the ⊗ Button twice to chain together two Basic Attacks.

2 Hit Combos

Slash / Slash Combo Attack.....⊗⊗

Slash / Thrust Combo Attack.....⊗⊗ + Directional Button DOWN

Slash / Slash Up Combo Attack.....⊗⊗ + Directional Button UP

3 Hit Combos Using Basic Attacks.

Slash / Thrust / Thrust.....⊗, ⊗+Directional Button DOWN , ⊗+Directional Button DOWN

Thrust / Slash / Thrust.....⊗+Directional Button DOWN, ⊗, ⊗ +Directional Button DOWN

There are other 3-Hit Combos that can be performed by using different combinations and timing, so try experimenting and finding other possibilities.

Max Hit/Bonus Experience Points

During battle, the number of hits performed in a combo is displayed on the screen, and at the end of each battle the biggest combo is recorded as Max Hit. Bonus Experience Points are rewarded based on the Max Hit. The higher the Max Hit, the more Bonus Experience Points awarded.

Performing Other Combo Hits

There are a number of other possible Combo Hits that are not listed in the manual. Try performing Basic Attacks, Craymel Artes and Special Skills in various combinations and timing to create your own combos.

Technical Smash

Technical Smash is rewarded when Combo Hits are performed using Special Skills or Craymel Artes and certain other conditions are met.

For example:

- Reid will perform a Technical Smash called the "Chain Smash" when a 3-Hit Combo is immediately followed by a Special Skill.
- Technical Smash can also be earned by other methods, such as defeating multiple enemies with one hit or defeating enemies using Craymel Artes.

Try to perform a Technical Smash as frequently as possible – it raises your chance of receiving items after the battle is won.

Abnormal Status

During battle, your party may sustain abnormal status from certain kinds of attacks. Abnormal status may be harmful to your party members during and after battle.

Poison – HP slowly decreases. It affects the inflicted character during and after battle. Use Panacea Bottle to cure.

Stun – A single enemy hit causes KO. Use Panacea Bottle to cure.

Weak – TP slowly decreases. Its effects continue even after battle. Use Panacea Bottle to cure.

Freeze – The frozen character cannot move or perform commands. Damage of up to 1/2 of Max HP can be inflicted by the enemy. Use Panacea Bottle to cure.

KO – Temporary loss of consciousness.

Accuracy Down – Physical attack accuracy is reduced. Cannot be cured by Panacea Bottle. Equip Drain Charm to avoid this affliction.

Defense Down – Defense is decreased. Cannot be cured by Panacea Bottle. Equip Drain Charm to avoid affliction.

Spell Casting x2 – Performing the Craymel Arte takes twice as long. Use Panacea Bottle to cure.

THE CHARACTERS

Reid Hershel

Age: 18

Height: 5'10"

Weight: 137 lbs

A teenage hunter born and raised in the village of Rasheans. Reid is a laid-back character with only one purpose in life – to continue to eat and live in peace. He possesses remarkable sword skills, honed and mastered through hunting and self-training. Reid wields mysterious powers unknown even to himself.

Age: 17

Height: 5'3"

Weight: 101 lbs

Farah is a childhood friend of Reid and Keele. Farah makes a living as a helping hand at the farm. She is also a disciplined student of martial arts. As a caring, altruistic girl with a strong sense of right and wrong, she often goes out of her way to help others, even if it means exposing herself to danger.

Farah Oersted

Keele Zeibel

Age: 17

Height: 5'8"

Weight: 112 lbs

Although physically weak and prone to exhaustion, Keele possesses superior knowledge and intelligence. A skilled Craymel Mage and a student of Light Craymelology at Mintche University, Keele is always hungry for facts and thrives on knowing the unknown. He can sometimes be blinded by his over-reliance on science.

Meredy

Age: 16

Height: 5'2"

Weight: 99 lbs

Meredy is a mysterious girl who one day fell from the skies in a spacecraft and was rescued by Reid and Farah. Nothing is known about her, except that she loves to spontaneously break out and dance to rhythms.

Quickie

Genus: Potrachenous

Length: 28"

Ears: 5"

Tail: 18"

Weight: 200g

Once used as a guinea pig for Craymel experimentation, Quickie has since become Meredy's best friend and travels with her wherever she goes.

Greater Craymels

The very existence of Eternia is dependent on the Greater Craymels. Here, we introduce three of the Greater Craymels that reside in Inferia.

Undine

Undine is the Water Craymel, and the gentlest of all the Greater Craymels. She guides and protects Reid and the others on their long journey.

Sylph

Sylph is the Wind Craymel, the most mischievous of all the Greater Craymels. Don't let his appearance and size deceive you. He could be a very strong ally...or an enemy.

Efreet

Efreet is the short-tempered and stubborn Fire Craymel. While he may be a fearful opponent, Efreet can be a great ally if you can earn his trust.

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